

Silicon Valley Youth Math Competition Rules and Guidelines

Please email us if you have a question that is not addressed in this section. Violation of these rules is considered fraud and will result in disqualification and possible further sanctions.

General:

Teams and Divisions: Competitors must form their own teams of one to three persons. Each team member must be in grades 4 - 8 to be allowed to compete. The recommended grade levels for each division are:

Novice (4-5)

Intermediate (6-7)

Advanced (7-8)

The competition allows for teams to request to compete in the division that they feel best matches their capability. Higher divisions will receive higher prizes. All level selections will be reviewed and the final decision will be made by the competition hosts.

Testing: Students will take the test online. Pencils, pens, erasers, rulers, compasses, protractors, and graph/scratch paper is allowed. **Calculators are not permitted for neither the team nor the countdown round.** No communication with people outside the registered teams is allowed, including parents or other team members.

The following tests are offered at our contest:

Team Round: One to three team members work together for 40 minutes to answer ten questions. 10 points are awarded for each correct answer, with no penalty for skipped or incorrect answers. Answers must be fully simplified and, where appropriate, given in the format asked for in the question. Units of measurement should be omitted.

Buzzing Round: This is a fun oral competition which allows teams to compete against each other and the clock to solve problems. All teams may compete in the buzzing round by joining the virtual buzz-in system. For each problem, participants will have 45 seconds. Any contestant may buzz in at any time during the 45 seconds. If someone gets the correct answer within 3 seconds after being called on, their team is awarded one point. If the answer is incorrect, no one on their team may buzz in for the rest of the 45 second period, and the opposing team may buzz in during the rest of the 45 second period to attempt the problem.

Scoring:

For purposes of awards, a team's overall score is determined by their score on the team round added to their score on the buzzing round. Ties are broken by comparing each team's closest answer to the estimation contest.

Equipment: Calculators are not permitted for either round. No electronics other than a laptop and a camera are permitted (e.g. cell phones may be NOT on the student's desk during testing). Cameras will be required. On the laptop, no searching the internet of any problems is allowed.

Appeals: Silicon Valley Youth has an appeals process in place to deal with issues such as test key errors or incorrect grading. If you believe your student or team was assigned an incorrect score due to incorrect grading or errors in the answer key, please put the issue in writing and send it to us, along with the test in question. Silicon Valley Youth will consider your appeal and respond in a timely manner.